# CALL OF DUTY

## BLACK OPS: DECLASSIFIED

# ⚠️ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:
• dizziness • eye or muscle twitches • disorientation • any involuntary movement
• altered vision • loss of awareness • seizures or convulsion.

**RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.**

# ⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

## USE AND HANDLING OF VIDEO GAMES TO REDUCE THE LIKELIHOOD OF A SEIZURE

- Use in a well-lit area and keep as far away as possible from the screen.

- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.

- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

# PRECAUTIONS FOR USE

**Keep the PlayStation®Vita game card out of the reach of small children to help prevent accidental swallowing.**

This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.

- Do not touch the game card terminals with your hands or with metal objects.

- Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.

- Never disassemble or modify the game card.

# PRECAUTIONS FOR USE

**Do not use or store the game card in the following locations or under the following conditions:**

- In a car with the windows closed (particularly in summer)/in direct sunlight/near heat sources
- In high humidity or corrosive environments.

- Be sure to insert the game card in the proper orientation.

**The data on the game card may be lost or corrupted in the following situations:**

- If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.
- If the game card is used where it can be affected by static electricity or electrical noise.

If, for any reason, data loss or corruption occurs, it is not possible to recover the data. Backing up data regularly is recommended. Sony Computer Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury in the case of data loss or corruption.

PlayStation

# FCC & IC NOTICE – PART 1

**This device complies with Part 15 of the FCC Rules.**

**Operation is subject to the following two conditions:**

(1) this device may not cause harmful interference, and

(2) this device must accept any interference received, including interference that may cause undesired operation

- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

# FCC & IC NOTICE – PART 2

- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

**You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.**

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

# CALL OF DUTY® BLACK OPS: DECLASSIFIED

# BASIC CONTROLS

Aim Down Sight   **L**     **R**   Shoot

Night Vision, Trigger Selected Killstreak

Cycle Killstreak

Switch Attachments

Toggle Sprint

Reload (Press)
Pick-Up Weapon (Hold)
Place, Breach

Switch Weapon

Prone (Hold)
Crouch

Jump

**LEFT STICK**   Move Player     **RIGHT STICK**   Aim

**SELECT**   Multiplayer Team Statistics

**START**   Pause Menu

# CALL OF DUTY® BLACK OPS: DECLASSIFIED

## BASIC CONTROLS

| | | |
|---|---|---|
| **L** Aim Down Sight | **R** Shoot | **SELECT** Multiplayer Team Statistics |
| Cycle Killstreak | △ Switch Weapon | **START** Pause Menu |
| Switch Attachments | ○ Prone (Hold), Crouch | Throw Grenade at Reticle (Hold and Drag) |
| Night Vision, Trigger Selected Killstreak | ✕ Jump | Trigger Selected Killstreak |
| Toggle Sprint | □ Reload (Press), Pickup Weapon (Hold), Place, Breach | To Melee Touch Anywhere Except the Grenade or Killstreak Virtual Buttons |
| **LEFT STICK** Move Player | **RIGHT STICK** Aim | |

# "SHARE A CLASS" USING "near"

You can share and find Call of Duty® Black Ops: Declassified Multiplayer custom loadouts using the "**near**" functionality on the PlayStation®Vita.

Shared loadouts can be used for a limited number of spawns.

- To Share a Class, launch the "**near**" application using the "Multiplayer/Create A Class/Custom Class/Share This Class" option.

    - *Note: To share a class faster than the "**near**" auto-update time, manually update "**near**" using the "**near**" update button.*

- To find Shared Classes, start the "**near**" application, then check  "Discoveries/Game Goods" and select the download arrow under the gift basket icon.

- To see what classes you have found and downloaded, check "Main Menu/ "**near**" Classes." To send or receive classes the "**near**" application must have Share Online ID turned on. This is can be set in the "**near**" Settings menu.

# PARTY MATCHMAKING

Call of Duty® Black Ops: Declassified supports Party Matchmaking on parties created with the PlayStation®Vita Party Application.

- Once the party is created, load into the Party Matchmaking Menu option in the Multiplayer Menu.

- The Party Leader should select "Create A Party Match."

- The Party Leader can choose the match type and whether the match is public or private .

- Once the lobby is created, all other players in the party should select the "Party Matchmaking" option and then select "Party Game."

**Video Compression**
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Call of Duty® Black Ops: Declassified uses Havok™
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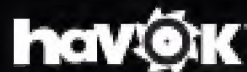
**Audio**
Call of Duty® Black Ops: Declassified uses FMOD Ex Sound System by Firelight Technologies

**Footage and Still Images Supplied by**
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**CALL OF DUTY® BLACK OPS: DECLASSIFIED**

Software licensed for play on PlayStation®Vita systems in the Americas.  Use of the PlayStation®Network is subject to applicable user agreements and privacy policies found at:

**www.us.playstation.com/support/useragreements**